
Title: Laboratory text : Stone to Flesh Vol I

Author: Smogg Azalin

The spell has the sole purpose of freeing the demom Nostur'yl from his stone imprisonment. Much effort has already been put into inventing a reverse version of Rathgith Flesh to Stone spell, but without the desired results. This spell will be developed by use of a new aproach.

For this spell to work it is assumed that Rathgiths Flesh to Stone spell has a limited duration. This would be resonable to assume for two reasons. The first being Nostur'yl own words on Rathgiths work on the spell to stop him. The second being the art of magic practiced by Rathgith, an art I have classified as "Wild Magic". Both unstable and unpredictable. And the reason why a reverse version of his spell has not been possible to create. This spell will force the Flesh to Stone spell to weaken faster. Theory behind reagents: The reagents will be divided into two groups. The

"Slow-reagents", used to represent the natural deterioration of the original spell, and the "Fast-reagents" that will represent the accelerated deterioration of the original spell.

Slow Reagents:
Selection of these reagents will be made according to traditional hermetic theory. The slow process of stone turning to flesh can be well defined using traditional methods.

Fast reagents:
A more unorthodox and difficult approach will be taken in selecting and developing these reagents. Preferably reagents would be needed with properties of the direct and immediate turning of stone to flesh. A challenge indeed.

Day 1.
Most of the day spent in the library. The first component is stone, being the current state of Nostur'yl. Since the statue was created in Rivendell, stone from that area would be needed. Hopefully it will hold the same properties of the statue.

Will send cultists to Rivendell to obtain it.

Rivendell Ore:

The ore is of the right nature, yet it does not have the capabilities I hope for. It will not merge with Infernal matter.

Other ore may be
needed..

Maybe ore with the
right infernal
properties could be
mixed with the
rivendell ore.

Yes it should work.
But where to find it?
Day 2.

I believe I have found
the right kind of ore to
blend with the ore
from Rivendell.

Nostur'yls infernal
nature is of Shadows.
Only one kind of ore
has successfully been
used to bind these
powers. The ore from
which the Lantern of
Illusion was created.

The ore is located
near Hylhoth.

Fortunately I still hold
the map from Gregory
Ironhand.

The map contains the
exact location of the
ore used for the
lantern.

Today I will send an
expedition there.

Day 3.

The ore mixed well,
but new problems
have arisen. The new
alloy is much harder
than expected. All my
tools break when
working on it.

I will need a stronger
pickaxe to separate the
ore into smaller bits.

Several magical
pickaxes have been
broken already. I will
need one "Accustomed"
to the original ore. A